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(54) METHOD AND DEVICE FOR CONTROLLING
IMAGE DISPLAY, RECORDING MEDIUM
RECORDING THE SAME METHOD AND GAME
MACHINE

ings with ruggedness. In such a case, each of leaf polygons 222 can not become the hit-back plane of a ball 212 and the floor wall 206C is judged as a plane.

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(57) Abstract:

PROBLEM TO BE SOLVED: To maintain virtual feelings or the like when a player plays a game without disordering the balance as an image by displaying characters or the like on a screen just like a telop.

SOLUTION: On a floor wall 206C in a background image 202, characters 220 required to be displayed are displayed at all the time. Such a character (numeral) 220 is composed of the aggregate of a plurality of leaf polygons 222. The gradation is applied to each of leaf polygons 222 corresponding to a camera viewpoint and as a result, the character is displayed on the floor wall 206C in the state of three-dimensional feel-

